AMENDMENT TO THE CLAIMS

Claims 1-9 (canceled)

10. (currently amended) A method for spatialization of a sound ~~relating to a video,~~ wherein object the sound has object having associated a first parameter, 2D location information ~~for x-location~~ and ~~y-location corresponding to x~~ depth information, wherein the first parameter defines whether or not the sound object is to be spatialized, the 2D location information comprises second and ~~y-coordinates~~ third parameters that define the 2D location of the ~~video,~~ sound object in terms of height and width respectively~~,~~ on a 2D plane, and the depth information comprises a fourth parameter, the method comprising steps of
- determining from the first parameter that the sound object is to be spatialized;
- transforming the 2D location information and the depth information of the sound object to a 3D coordinate system, wherein said ~~y~~ second parameter defining the height of the 2D location is mapped to audio depth information perpendicular to ~~the 2D video plane and said x~~ said 2D plane, said third parameter defining the width of the 2D location is mapped to ~~itself;~~
- ~~adding a third coordinate value to the transformed location~~ the width information in the 3D coordinate system and said fourth parameter is mapped to the height in the 3D coordinate system; and
- spatializing the sound according to the resulting 3D location information.

11. (currently amended) Method according to claim 10, wherein the spatialization is performed according to a scene description containing a parametric description of sound sources corresponding to the audio signals, wherein the parametric description has a hierarchical graph structure with nodes, wherein a first node comprises said ~~x-location and y~~ 2D location information and a second node comprises at least said ~~third coordinate value and data~~ defining depth information, the second node being hierarchically arranged above said ~~transformation~~ first node.

12. (currently amended) Method according to claim 10, wherein said ~~x and y coordinates correspond~~ 2D plane in which the sound object is located corresponds to the screen plane of a video related to the sound object.

13. (currently amended) Method according to claim ~~10~~12, wherein said transforming enables mapping of a vertical movement of a graphical object in the screen plane to a movement of a corresponding audio object in the depth, perpendicular to said screen plane.

14. (previously amended) Method according to claim 10, wherein the mapping is performed according to a 2x3 matrix or corresponding rotation.

Claims 15-19 (cancelled)

20. (new) Method according to claim 11, wherein the second node comprises further data defining said step of transforming.

21. (new) Method according to claim 11, wherein the first node further comprises an intensity parameter for adjusting the loudness of a sound, and a source parameter.

22. (new) Method according to claim 11, wherein a soundtrack is composed from a plurality of sound objects, and wherein each of the sound objects is decoded separately.